

# **DEVELOPING A STORY BUSY BOOK OF ANT AND GRASSHOPPER AS TEACHING VOCABULARY MEDIA TO THE EYL**

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## **ABSTRACT**

The main goal of the research is to develop a story busy book of Ant and Grasshopper for second-grade students to teach the vocabulary words for the children of SDN Merjosari 2 Malang. The research is classified into fundamental research and Development. This research involved 8 steps. They conducted a need analysis, wrote the course grid, designed, produced, assessed, revised, implemented, evaluated, and revised the media, and produced the final media. The study involved 24 second-grade students from SD Negeri Merjosari 2 Malang. Questionnaires provided quantitative data for this study, while observation provided qualitative data. Content and media experts and busy book experts as well as English teachers were asked to complete surveys. Simple descriptive statistics were used to analyze the quantitative data, while narrative analysis was used to analyze the qualitative data.

The study's product is a story busy book of Ant and Grasshopper that can be used to teach vocabulary to EYL students. Based on the assessments of a content expert, a media expert, a busy book expert, an English instructor, and learners, it has been determined that the busy book of Ant and Grasshopper, which was the subject of this study, is appropriate for use in learning vocabulary. Based on the content expert's assessment, the percentage rating is 75. Additionally, the media expert assigned a percentage score of 86.26 percent. Additionally, the percentage score is 88.35 percent based on the expert's assessment. The English teacher assigned a percentage score of 96.8 percent. As a consequence, the Busy Book of Ant and Grasshopper is an outstanding and practical medium for learning vocabulary to elementary school students in the second grade. The percentage score is thus 89.7% based on the students' responses. This indicates that the Busy Book of Ant and Grasshopper was an excellent choice for media to teach vocabulary. It is backed up by observations and interviews conducted following implementation. According to the data, the Busy Book of Ant and Grasshopper is an effective medium for increasing students' attention spans, providing constant repetition, and assisting students in better comprehending the vocabulary.

**Keywords:** Busy book, Vocabulary, EYL, Teaching media

## **1. INTRODUCTION**

The Indonesian government has allowed primary school students to study English as a substantive subject. English has played a vital part in the globe as the key to a worldwide language. Early learning can assist children in properly developing their linguistic abilities. Furthermore, children will pick

up a foreign language faster than adults. The children also have a strong capacity to imitate everything they hear and see, which makes language learning simpler for them.

Listening, reading, speaking, and writing are the four key skills essential to acquire a language. There are also other aspects of language to

consider, such as vocabulary. The importance of vocabulary in language acquisition cannot be overstated. We can't communicate effectively if we don't have a good vocabulary. It is the most essential component of the English subject. We won't be able to speak effectively in English until we learn the vocabulary of the language. We can develop our ability to communicate and explain our social needs by extending our vocabulary.

The instructor must utilize the right approach, both directly and indirectly, to improve students' vocabulary. Showing images, utilizing flash cards, semantic mapping, and other instructional mediums are direct methods. While reading a book and summarizing it might be done in an indirect method (Harmer, 2011, p. 153).

Regrettably, many primary school English instructors do not pay attention to teaching media or approaches. Furthermore, no interesting and suitable material or activities to assist students develop their skills were offered. In the teaching process, relevant media were seldom employed. This condition made the students to have a poor rate of vocabulary knowledge.

To effectively teaching English to the EYL, certain qualifications are necessary. A competent instructor should present students engaging materials and activities to keep them interested in learning the language. The teacher must cultivate positive interaction and relationships with the students. Additionally, a comfortable classroom environment and a variety of attractive teaching media are required to facilitate the teaching-learning process.

At SDN Merjosari 2 Malang, teachers begin to teach english in the second grade, but they rarely use instructional media in english class. Students in elementary school, on the other hand, will be more attractive if they can touch the media and remember what they touch rather than just seeing them.

As a result, the researcher is interested in examining how teachers use alternative media such as a 'busy book' to teach vocabulary, as almost no research has been conducted on "busy book" as a teaching vocabulary media in SDN Merjosari 2 Malang. Students can also study English vocabulary independently at home by using this busy book media.

## 2. RESEARCH METHOD

This study is focused on the development of children (Research and Development). There are 10 steps for developing a product, according to Sugiyono (2011). But in this research, the procedures used only seven procedures. Those procedures are 1) identifying potency and problem, 2) collecting data, 3) developing design, 4) validating design product, 5) revising design product, 6) conducting field test, and 7) revising product.

The subject of this study is a second-grade student at SD Negeri Merjosari 2 Malang during the even semester of the academic year 2017/2018. The goal of this research is to develop an Ant and Grasshopper story busy book that can be used to teach vocabulary.

The study used observation guide and questionnaire validation learning medium as data collecting approaches. After that, the product validation questionnaire was subjected to qualitative and quantitative data analysis, as well as an overall analysis. Product validation data analysis includes the results analysis of the questionnaire sheets by the media experts, content expert, busy book expert and English teacher.

The percentage calculated from the data obtained from the experts' questionnaires will be examined using the formula below:

$$P = \frac{f}{N} \times 100 \%$$

P= Percentage of the item

f= collected scores

N=Number of cases

After the expert validation findings have been calculated on a percentage scale, the next stage is to evaluate the product's level of feasibility. This was important for evaluating whether or not the media should be revised.

The following criteria apply:

Table 1: .....

Scores (%)	Category
81 % - 100 %	Very good
61 % - 80 %	Good
41 % - 60 %	Fair
21 % - 40 %	Poor

### 3. FINDINGS

At development stage, product validity was tested by media experts, Busy Book expert, content expert, and English teacher. According to expert evaluations, the media are excellent and suitable for use in an English classroom. Besides, the busy

book not only showing the illustration or the picture but also provides some games that make the student interested to play an active in class. The average score provided by the experts is shown in the following table.:

Table 2: .....

Experts	Average Score (Percentage)	Category
Content Expert	75	Good
Media Expert	86.26	Very good
Busy Book Expert	88.35	Very good
English Instructor	96.8	Very good

The Final Product of story busy book of Ant and grasshopper. The cover product of story busy book of Ant and Grasshopper. This sheet provides the

title and the characters of Ant and Grasshopper as shown in Figure 1.



Figure 1: The cover of the story busy book of Ant and Grasshopper

The first page of the product is the story text of Ant and Grasshopper. This sheet provides the words to

motivate the students or readers to study the books as shown in Figure 2.



Figure 2: The words 'Let's play, learn, and grow'

The second and the third page of the product is the text of the story of Ant and Grasshopper. This sheet provides the whole story of Ant and Grasshopper to

help the readers (teacher and student) to study this busy book of Ant and Grasshopper as shown in Figure 3.

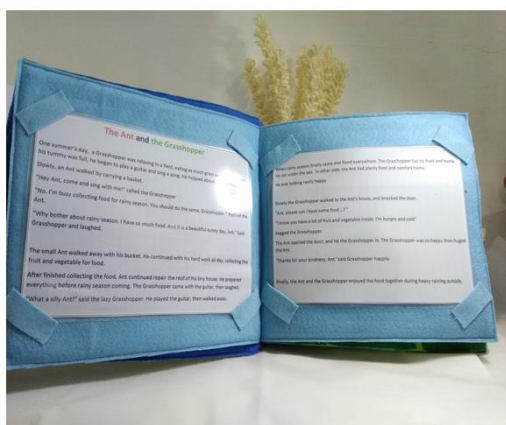


Figure 3: The full story text of Ant and Grasshopper

The fourth and the fifth pages of the product is the first activities of Ant and Grasshopper. The Grasshopper is playing the guitar in sunny day.

Meanwhile the Ant is harvesting the fruit and vegetable in the garden as shown in figure 3.



Figure 4: The first activities of Ant and Grasshopper in the story busy book of Ant and Grasshopper

The sixth and the seventh pages of the product. The sixth page shows the house of Ant and the numbers of the roof. Meanwhile the seventh page contains

of the Grasshopper is still playing the guitar as shown in [figure 3](#) .



Figure 5: The second activities of Ant and Grasshopper

[Figure 5](#) shows the different weather . This weather activity sheet is introducing the different weather of sunny day and rainy day. The names and the

chacaracteristics of each weather as shown in [figure 5](#).



Figure 6: The weather and sad Grasshopper

Figure 6 shows the “Rumoh Aceh” quiet book sheet. This Rumoh Aceh sheet is played by

assembling a puzzle so that it forms a Rumoh Aceh image as shown in the figure.



Figure 7: The house of Ant and sad Grasshopper

Figure 7 shows the house of Ant with full of fruit and vegetable. In the house, Ant enjoys the food

while the Grasshopper feels cold outside under the tree.



Figure 8: The house of Ant (Ending)

Finally, the last page of story busy book of Ant and Grasshopper shows the small house of Ant. Ant and Grasshopper enjoy the food together in the house during rainy outside. It is a happy ending story.

This story busy book created to be read and presented by the teachers, parents or other adults to the children. After the story is delivered, the teacher conducts a discussion with the children about the contents of the story. In addition, vocabulary reinforcement from the stories is introduced to EYL.

The busy book is an excellent medium for teaching vocabulary to second grade students, according to the findings of the study. The implications of the

busy book for vocabulary teaching and learning are addressed below:

1. Because the Ant and Grasshopper story busy book can enhance students' attention spans, it can be utilized to teach vocabulary over a long period of time. The tool helps teachers keep their students' attention and interest.
2. The Ant and Grasshopper story busy book provides students with frequent repetitions, making it easier for them to practice English. It also helps students in the acquisition of new vocabulary.
3. The product is ideal for use as a media for teaching vocabulary, as it aids students in comprehending the lesson.



#### 4. CONCLUSION

The development of story busy book learning media based on the story of Ant and Grasshopper is carried out through the stages of defining, designing and developing. The defining stage includes needs analysis activities, student analysis, concept analysis, task analysis, and objective analysis. Next for the design phase is done with several steps, namely the preparation of the test (produce the initial product) and format selection. The final stage in the developing media is the development stage. At this stage, the validation of the Story Busy Book of Ant and Grasshopper media was carried out to experts, namely media experts and material experts.

Based on the validation results by experts, it is possible to conclude that the story busy book of Ant and Grasshopper products is very feasible to be used as teaching media to the EYL in teaching vocabulary. Furthermore, the researchers will continue the testing phase of this busy book media based on the story of Ant and Grasshopper that it can be developed and disseminated for the benefit of EYL learning.

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